SNS-AXME-USA

INSTRUCTION MANUAL

CAPCOM

SUPER NINTENDO ENTERTAINMENT SYSTEM

CAPCOM

CAPCOM U.S.A., Inc.
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Game Counselors Available
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PRINTED IN JAPAN

MARVEL COMICS X-MEN

MUTANT APOCALYPSE

A Special Message from CAPCOM

Thank you for selecting **X-MEN: MUTANT APOCALYPSE** for your Super Nintendo Entertainment System. CAPCOM is very proud to bring you the heroic adventures of Marvel Comics legendary X-MEN team.

X-MEN: MUTANT APOCALYPSE offers 16 Megs of high-resolution graphics and quality stereo sound. We hope you enjoy this addition to your Super Nintendo library.

Joseph Morici

Joe Morici
Senior Vice President

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

CAPCOM

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MARVEL COMICS

LICENSED BY

Nintendo

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Official Nintendo Seal of Quality

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR SUPER NINTENDO ENTERTAINMENT SYSTEM. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

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SAFETY PRECAUTIONS

Follow these suggestions to keep your **X-MEN: Mutant Apocalypse** Game Pak in perfect operating condition.

1. DO NOT subject your Game Pak to extreme temperatures, either hot or cold. Always store it at room temperature.

2. DO NOT touch the terminal connectors on your Game Pak. Keep it clean and dust-free by always storing it in its protective plastic sleeve.

3. DO NOT try to disassemble your Game Pak.

4. DO NOT let your Game Pak come in contact with thinners, solvents, benzene, alcohol, or any other strong cleaning agents that can damage it.

GETTING STARTED

1. Check the power switch on your Super Nintendo Entertainment System. Make sure it is OFF before inserting or removing the Game Pak.

2. Insert your X-MEN: Mutant Apocalypse Game Pak into your Super Nintendo System and turn the power ON.

3. When the X-MEN title screen appears, press the **START** button and the following options will appear:

MISSION MODE	This option allows you to start the adventure.
TRAINING MODE	This option allows you to practice your skills on level one.
PASSWORD	This option allows you to enter a password, if you have already received one. (For more information on using passwords, please read the section entitled, "Using Your Password."
SOUND	This option allows you to select either STEREO or MONAURAL sound.

4. Highlight the GAME START option and press the START button to begin Professor Xavior's mission briefing. After it is complete and the Blackbird has arrived in Genosha, select your X-Man and prepare to begin your individual missions.

5. To end the game at any time, simply turn the power OFF on your Super Nintendo Entertainment System and eject your cartridge.

CRISIS ON GENOSHA!

Forgive me for bringing you here on such short notice X-Men, but the situation in Genosha is far worse than I once feared. As you know, I have been troubled by the recent rise in anti-mutant activity on that tiny island nation. Today, I believe I have found the root of the problem.

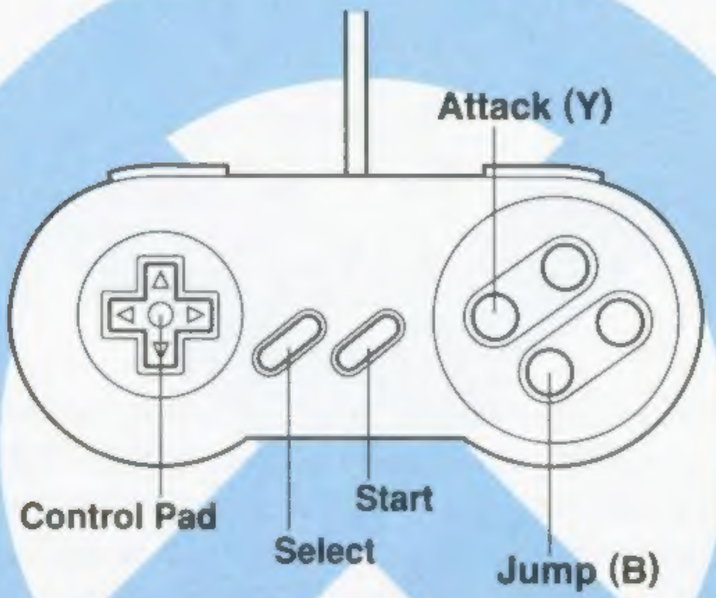
While using Cerebro to scan the island for the source of the anti-mutant uprising, I came upon the presence of one of our oldest and most deadly enemies. It appears that Apocalypse has found a home in Genosha.

It is now clear that the Genoshan govenment is using Apocalypse to bring their mutant population under tighter control. But, Apocalypse must have his own plans for the mutants of Genosha. Whatever they may be, they will only serve to accelerate the growing conflict between mutant and humankind. It is up to you, my X-MEN, to put a stop to this madness.

Our invasion of Genosha begins tonight.....

CONTROLLING THE X-MEN

Using the controller, you will have access to all of the fighting skills and mutant abilities of each of the X-Men. But remember, control of mutant powers does not come easily and practice may mean the difference between life and death.



Pressing the control pad left, right or down will cause the X-Man to move left, right or crouch, but to unleash a mutant power you need to rapidly enter a series of movements on the control pad followed by the attack button.

CONTROLLING THE X-MEN

Descriptions of how to do these attacks can be hard to do at first, so you may want to practice in the training Mode until you have them mastered. Please refer to the arrows below if you have any questions about their meaning.

Once you have mastered all of the skills necessary to stay alive in battle, you will be ready to head to Genosha. But remember, this is not a Danger Room simulation. Every hit you take lowers your health and once your health meter is drained, not even a mutant healing factor will save you.

HEALTH METER

X-MEN PROFILES

NAME: **CYCLOPS**
REAL NAME: SCOTT SUMMERS
HEIGHT: 6' 3"
WEIGHT: 195 lbs.
MUTANT POWERS: Possesses the mutant ability to discharge optic blasts of concussive force from his eyes.

ATTACKS:

PUNCH Press the Y button
CRESCENT KICK Press ▲ and the Y button simultaneously.
SLIDE KICK Press ►► and quickly press the Y button.
STANDING OPTIC BLAST Press ▼◄► and quickly press the Y button.
JUMPING OPTIC BLAST While in mid-air, press ▼◄► and quickly press the Y button.
CROUCHING OPTIC BLAST Press ►◄▼ and quickly press the Y button.

X-MEN PROFILES

NAME: **WOLVERINE**
REAL NAME: LOGAN
HEIGHT: 5' 3"
WEIGHT: 195 lbs.
MUTANT POWERS: Possesses the mutant powers of superhuman senses, agility and adamantium claws.

ATTACKS:

SLASH Press the Y button
UPPERCUT Press ▲ and the Y button simultaneously.
RUNNING CLAW Press ►► and quickly press the Y button.
JUMPING SLASH While in mid-air, press the Y button.
BERSERKER Press ▼◄► and quickly press the Y button.
FLYING BERSERKER While in midair, press ▼ and quickly press the Y button simultaneously.
WALL CLIMB Jump towards the wall. Press Y to slash while hanging.

X-MEN PROFILES

NAME: **PSYLOCKE**
REAL NAME: ELIZABETH "BETSY" BRADDOCK
HEIGHT: 5' 11"
WEIGHT: 155 lbs.
MUTANT POWERS: Possesses the mutant power of telepathy, which she uses to generate a "psychic blade."

ATTACKS:

ELBOW JAB Press the Y button.
FLIP KICK Press ▲ and the Y button simultaneously.
SPIN KICK Press ▼ and the Y button simultaneously.
PSYCHIC KNIFE Press ▼◄► and quickly press the Y button.
FLYING KNEE Press ►▼◄ and quickly press the Y button.
QUICK SLIDE Press ►► and quickly press the Y button.
NECK CRACKER As you land on an enemy's head, hold ▼ and the Y button simultaneously.

X-MEN PROFILES

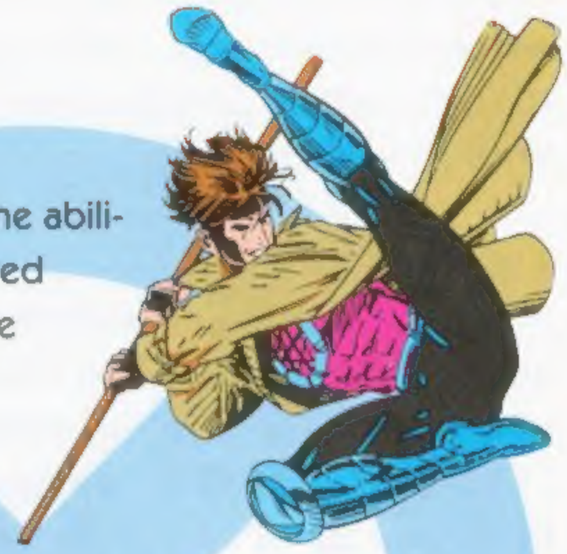
NAME: **BEAST**
REAL NAME: HENRY "HANK" P. McCOY
HEIGHT: 5' 11"
WEIGHT: 355 lbs.
MUTANT POWERS: Possesses the mutant powers of enhanced strength, speed, agility, dexterity and acrobatic prowess.

ATTACKS:

PUNCH Press the Y button.
BEAST CHARGE Press ►► and quickly press the Y button.
SOMERSAULT KICK Press ▲ and the Y button simultaneously.
CROUCHING PUNCH Press ▼ and the Y button simultaneously.
CEILING WALK Jump up to ceiling and press ▲ .
BEAST BOUNCE As you land on an enemy's head, hold ▼ and the Y button simultaneously.

X-MEN PROFILES

NAME: **GAMBIT**
REAL NAME: REMY LeBEAU
HEIGHT: 6' 1"
WEIGHT: 195 lbs.
MUTANT POWERS: Possesses the ability to convert any object's stored potential energy into explosive kinetic energy.



ATTACKS:

STAFF ATTACK Press the Y button.
LOW STAFF ATTACK Press ▼ and the Y button simultaneously.
JUMPING STAFF ATTACK While in mid-air, press the Y button.
DOUBLE KICK Press ▲ and the Y button simultaneously.
SINGLE CARD ATTACK Press ►► and quickly press the Y button.
TRIPLE CARD ATTACK Press ▼◄► and quickly press the Y button.
HIGH CARD ATTACK Press ▲▲ and quickly press the Y button.

USING YOUR PASSWORD

As the X-Men complete some of their missions, Professor Xavior will use Cerebro to send them passwords that will allow them to continue their current mission. When this happens, quickly write down these passwords and save them for later use.

If you have gained a password, you can return to the mission where you gained it by selecting the PASSWORD option on the title screen. When the Password Screen appears, press the control pad UP or DOWN to change the picture in the first box. Once it is correct, RIGHT on the control pad to move to the next box. After all the pictures are correct, press the START button and you will return to action!

X-MEN SURVIVAL GUIDE

- Pick up large and small X-canisters to help increase your health meter.
- Search for and collect X-plates. Collect all 3 in each stage and you will gain an extra life.
- Learn to use your mutant abilities wisely. Over reliance on your mutant powers can leave you open to attack.

X-MEN NOTES

X-MEN NOTES

WARRANTY

CAPCOM U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the Capcom Consumer Service Department of the problem requiring warranty service by calling (408)774-0500. Our Consumer Service Department is in operation from 8:30 A.M. to 5:00 P.M. Pacific Time. Monday through Friday.

3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM U.S.A., Inc.
475 Oakmead Parkway
Sunnyvale, California 94086

This warranty shall not apply if the Pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted previously. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the Defective PAK and return the defective PAK freight prepaid to Capcom, enclosing a check or money order for $15.00 payable to CAPCOM U.S.A., Inc. Capcom will at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $15.00 payment refunded.

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